

H	H	OOO	OOO	FFFFF	AAA	N	N	DDDD	M	M	OOO	U	U	TTTTT	H	H
H	H	O	O	O	F	A	A	NN	D	D	MM	MM	O	O	U	U
HHHHH	O	O	O	O	FFF	AAAAA	N	NN	D	D	M	M	M	O	C	U
H	H	O	O	O	F	A	A	N	NN	D	D	M	M	O	C	U
H	H	OOO	OOO	F	A	A	N	N	DDDD	M	M	OOO	UUU	T	H	H

Number 24

February 22, 1982

HOOF & MOUTH is published every 4th or 5th week by Donald L. Sigwalt, 125 Hebard St., Rochester, NY 14605. Phone: (716) 232-1379. It is dedicated to serving the Postal Diplomacy Hobby by providing well run games along with articles and letters concernings the hobby. The subscription rate is 45¢ per issue. Game fees are \$2.50 per game.

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Game Openings??? You Bet!

RAMBLINGS

Oh, where should I start? I guess business comes before pleasure so let's talk about orphans. Way back in Nov. or Dec. Dave Manuel (of the Chamber fame) asked me to assume the German position in 1931 CS (a Chamber game). Only 2 seasons had been played and it looked like a good position so I said okay. I wrote my initial correspondence to all the players and sent in Germany's 1901 builds, expecting a good fun game. I heard from 2 of the players which wasn't that bad considering the game had been delayed awhile. Well, I waited and waited for the results of the adjustments. Their deadline was 12/19/81. I got the results in Jan. S 02 was set to be due on 1/18/82 - a 2 or 3 week deadline. Austria was listed as NBR! and it was stated that the original French player was still in the game - even though in Dec. it was announced he had resigned. I submitted S 02 orders anyway and on deadline day called Dave to make sure things were going along smoothly. It seems they weren't. According to Dave, Austria did get his builds in and there was also a question as to the location of a Turkish unit (was it in Con or Bla?). This was getting all quite ridiculous and the players were losing interest. The Frenchman wants out for sure and I beleive the Russian does, too. England won't play if Manuel is the GM (and I don't blame him). So that night I called Dave back again and suggested he give up his games (he said he only had 2 sets of orders for 1981 AW anyway). I offered to take responsibility for them. I would GM 81 AW and put it in H&M and Porter Wightman (another hobby member who lives in Roch.) would guest GM 81 CS and it too would appear in H&M. Dave agreed to adjudicate S 02 (81 CS), since he had the orders, and to send me the info I needed to ensure a smooth transition. Since H&M #23 was coming out at this time I thought it would be a good idea to inform the players of what was going on so I sent them all a copy of #23 and an announcement that Porter and I would be the new GMs. I told them I would send out another flyer when I heard from Dave. Well, I waited and waited again. Nothing came from Dave. I called him up a couple weeks ago to find out what was going on. Again he promised to send the information I nedded. Porter also called Dave and was likewise promised some info he needed for 81 CS. It's been about 2 weeks and we still haven't heard from Manuel.

I'm ready to give up on 81 AW. Dave adjudicated at least one season after TC 3 & 9 was published and I have no idea what transpired in that season. Since I don't know the board positions I can't very well continue the game. So I'll leave it up to the players. If you guys want to finish out the game let me know what happened after

5 '02 I'll take it from there to get the game rolling.

MORE RAMBLINGS

As for 81 CS - Porter has that in hand. We know all the positions, etc. so S 02 results should appear in H&M #25. See elsewhere inside for Porter's announcement.

What more can I say? I realize Dave is quite young but he's not a child and can certainly face up to his responsibilities, but he hasn't so what can we do? Enough said.

On my game front - I was eliminated in that local telephone game - it was a disaster. There should be an article about it somewhere inside. R1 is disgusting - I retook Munich and lost Berlin. I can't take it anymore. I'm voting for the draw. When it's all over I'll tell the story from beginning to end (I like telling about my games - I can't help it!). R2 continues. I voted for a draw in that one, too. Sigh. 81 Cs is in limbo now as stated above. The first international game in Bohemian Rhapsody is still lacking S 01 results. When was that game announced? Last fall? The second BR international game is still in pre-spring 1901 also. We should get the results by the end of March. I'm Italy there. Had alot of contact with Austria and Russia. Not much from Turkey though. (That's you Dave Carter - c'mon write!) I'm in another new game - R12, GMed by old Dick Martin himself. Now I don't feel so bad about R's 1&2 ending. I'm Russia. YIPPEE! Something else new. This is gonna be a good game. I've received 13 letters and 5 postcards and written 22 pieces of correspondence myself. And there's still a week before S 01 is due! I'm getting burned out though - can't handle the pace. What can you expect though with names like Byrne, Brawner, Lee and Winter. I'm also in Lasagne in Coat of Arms. Woody's the GM. I'm England. Kathy's in that one too. So is (Phydoux) Hanson. But best of all, Mike Mills is playing Russia. My old nemesis from R2. I'm licking my chops already. No more new games for me for awhile. Too many already.

H&M adds a couple new subbers. I can't seem to get a new game filled though. Oh well. At this point I don't know if I'll be able to make it to 12 pages or not this time. I've got articles from John Michalski and Porter, one or two by me self and a few letters plus the games. I had a letter from Mills but lost the damn thing. That makes me so darn mad. I wish I could afford to hire a secretary to keep me organized (and to do my typing).

Around the hobby? Mills is putting together the 1982 Zine Directory. I'll be listed. Some zines have come and gone. I can't keep track. Michalski has a subzine in Irksome. Just about everyone has a subzine in Coat of Arms. A digest Retal has appeared. I got a sample of Shogun's Sword. MP (Barno, that is) says he's moving to Rochester in August (he'll be at RIT). Mr. Barno says his 71 Camaro (with a 69 Chevy 307 engine) gets him around quickly. I bet my 67 wagon (with its 290 engine) gets me around faster. You hit the head on the nail though Mike when you mentioned about rusty cars. The Rambler's being eaten away, slow but sure. If I only had a couple hundred \$\$\$ I'd fix it up nice. Oh well, c'est la potato (a la Lew).

Speaking of cars, there's a new starter and voltage regulator on mine. My new battery was blown up and now I have a used one. There's a new fan belt, too. At least she starts now like she's supposed to. Oh, I bought a new seat cover for the front seat and added a couple cushions. Great improvement.

Back track a minute. Pubbers coming to Rochester. Ah yes, John Daly (Dogs of War) intends to present himself up north for a week. I'm looking forward to meeting him. Might even get into my second face to face game. You'll all hear about it in #25.

Can't forget to mention Angie. We're both still here.

IMPORTANT STUFF

Standbys: Mooney, ~~Lew~~, Carter, McMains, McCresh, McCloud, Highfield, Scarpelli(?), Kelly, ~~Arnawoodian~~
Ready for next game: McCloud, Arnawoodian, McMains, Finley, Wagner(?), Scarpelli(?)

I'd-be glad to add (or even delete if necessary) anyone. Just let me know.....

ARTICLES ARE WANTED!!! Help me fill the space in Hoof & Mouth. Each article that's printed receives 3 (count em - three) issues of H&M.

ALWAYS A FLY IN THE OINTMENT

(or something)

by John Michalski

Regarding your Editor's Turn comments in the last H&M, I'd like to help you fill some blank space in H&M by expounding on some obvious points that may not be so obvious to all.

You were talking about some custodians printing up monthly all sorts of useful information for free, for the greater good and glory of the active hobby. My first response is, after a good guffaw, that 1. If anything is really worth doing, someone will do it 2. Anyone willing to do even the Canadian portion of this job of acquiring monthly data on openings, rates, publishing histories, and the like (I pick on the Canadian spot since I think it would be the EASIEST one of the four locales to work up) could MUCH more profitably help this hobby by expending half as much effort in putting out a good regular zine. 3. The suggested info would be largely wasted, for two reasons: first, no one is that eager to find this stuff out each month, or even each quarter for that matter. After all, by the time it could be reasonably collected, printed, and distributed, normal zines could have put out three monthly issues, "proving" their quality to that extent e.g., etc. The second reason it would be wasted is that the job is largely performed where needed by contentious pubbers already who have the ability to publish a lot of "excess" (i/e., non-game) material now. You see, if you have easy xerox repro and six sheets of paper to fill, it might be well worth your while to read all the zines you sub and trade with, and print all the useful info you find each month in your OWN zine. It fills space; it gains you good mentions with other zines whose publishers are VERY pleased to find someone taking enough notice of something they've said or announced to pass it on in their own zine in turn; it makes your readership feel "in touch" with things by reading all these odds-n-ends items right there in your zine; and it gains you, the pubber, some stature in being something of a "hub" or clearinghouse as you said, of assorted hobby info all the time. Don, I don't think it takes Custodians as much as it takes publishers who will dedicate the time and space and effort into getting lots of zines, checking them out & gathering and rerunning anything near relevant to their own readers. In my four years of publishing, I tried in my own way to do just that. I achieved some success, but honestly, it was a lot more because of the lack of competition than to my own efforts. I always felt, and still do, that a lot more could have been put into quarterly columns like Zines Received (just a thumbnail review of what the last 8 or 15 or 20 zines received had in them: page count, format, games vs material, rates, openings) and similar coverage of happenings. A couple of sentences per item would do. The problem of course is that publishing is such a task that just getting out the games with a little non-game commentary and filler is a chore enough in itself all too often. Could you, for instance, sit down and keep a notebook on newsworthy items on the next ten zines you get in the mail to fill page of H&M 24? Possibly you could, but then, how often could you do so? I ask rhetorically of course. I know darn well that one issue in four would be way above average. To give real coverage, you'd have to subscribe to the top three dozen zines, which is another way of saying every zine that comes out close to schedule and many that do not...one hell of a chore, even if you got those zines free. Its a hell of a job, and its not that necessary: that's why it hasn't already been tried that way. On the other hand, to the extent that such listings of happenings and zine news IS necessary, the existing zines whose editors have the time, desire, and repro ability to handle the job are the answer. Their "pay" is the status/prestige/whatever that they build up for their own zine's reputation; the job openings are there for anyone who wants it. But Custodians? Heck, we're darn lucky to have found two BNCs in a row who care enough to put out Numbers regularly, let alone anything else.

Anyone else's two cents?

((THANKS John --- that's 3 free ones for you. DLS))

A Reply to something or other...

by DLS

Nobody likes my idea. Boo Hoo. You make alot of sense though John. If what I suggested was really needed, it probably would have been done already. I don't really think it's that necessary myself or else I'd do it. You have alot of good suggestions in your article. I've been very lax in informing my great readers about such basic items as zines.....once in awhile I'll mention a zine or pubber in Ramblings but that's it. I think the reasons I shy away from plugs is I might tend to say something bad about a zine whereas I myself don't take criticism easily. And who am I to cast the first stone anyway? I know if there's nothing good to say I don't have to say anything but even ~~that~~ might be noticed by a pubber. I just don't want to hurt anyone's feelings the way Brux hurt mine with his 'plug' of H&M way back when. (By the way, let me say Brux praised the Chamber while saying H&M wasn't worth the price. Look at the two zines today and tell me what you think of Brux's opinions now. Is Brux still around in the hobby anyway?) Getting back on track I may start mentioning zines alot more prominetly in the near future.

I received a letter from Mike Mills which was also in reply to my Editor's Turn comments. I lost the darn thing but from what I remember of it, Mike said he's handling the zine directory fine and maybe my efforts could be more usefully directed towards Avalon Hill. Mike said if we could get them to include a flyer listing the major information sources in our hobby we'd really have something. I agree but AH wouldn't listen to me. I've only been in the hobby 2 years. Who knows I may not last another day. Too many people drop out too fast from this hobby to make any deal with AH possible. The informational sources change too rapidly also. We're on our third BNC since I've joined the hobby and the editorship of DW has also changed hands. Look at the need a game list --- there's two now. Mills has been a bit behind in the ZD though he's on the ball now. I assume Brux is still distributing the Novice Packet though. The point I'm trying to make is any flyer AH enclosed with the Dippy sets would be sooner or later (mostly sooner) obsolete. Mike suggested I direct my efforts into an Information Directorship. That would be one person (the Information Director or Custodian if you please) who would act as a center of hobby information. Mike suggested this person could also distribute things like the game opening lists, the Novice packet, the Zine Directory, etc. Now that's alot of work. And money, too. The idea appeals to me but I'm too lazy. It would be duplicating work anyway - Brux, Mills, Sacks and Walker would all go on distributing there materials on their own anyway. I think a list of useful addresses would suffice as info. But why should that be left to one person to distribute when it could more effectively be included every now and then in various zines. Which brings us back to what John says in his article. Us pubbers should concentrate on putting out a regular zine which every now and again includes vital hobby information.

A LETTER --- A LETTER (Actually part of a letter. It wasn't even a letter written to ME. It was to Jim Meinel. I got a carbon copy.)
From Rod Walker, 'alcala', 1273 Crest Dr., Encinitas, CA 92024:

Don, I do want to comment breifly on your suggestion for regionalizing things like the 'Zine Directory. Unfortunately, the usual hobby experience is that a chain like that is only as strong as its weakest link (to coin a really original phrase). The ZD might not be the best example, since it doesn't involve all that much work and can easily be done by one person. My feeling is that projects should be done by one person only (with maybe some help or assistance if he can rustle it up on his own) wherever possible. This assures the project will have the maximum of uniformity and effectiveness. If a given project is too big for one person, it should be split into two or more independent custodianships. That's not a hard-and-fast rule for me, but it is usually the best way to go. Example: The BNC became too much, so now we have seperate and independent BNCs in the US Eng and Europe. The US BNC now only assigns blocks of numbers to the other BNCs.

No more room. I covered the main part anyway. I think the above covers the reply.

A LITTLE BIT OF EVERYTHING PART II

by dls

Everything #51 is out with 24 regular games reported to have ended so let's check them out. First, let's look at those countries getting no builds in 1901. Austria went without 6 times and every time got eliminated. No improvement over last time. I'm telling you - if you play Austria it's crucial that you grab something in 1901. Russia went buildless 3 times but didn't fair as well this time - all 3 were eliminated. Maybe R's good results last time were a fluke. Maybe the bad results this time are a fluke. I'll decide when I get the next results. Italy also came up empty thrice. 2 died, 1 survived with 4 centers. Nothing to brag about. England got screwed twice but both lasted till the end. One made it to 6 centers, the other peaked at 9. Germany went buildless once but - survived and participated in a 5-way draw! France and Turkey always got at least 1 initial build this round.

Okay, now for those countries that got 3 builds in 1901. Germany again leads the list. The Hun pigged out 4 times. Once again, greed did not help the Fatherland - 3 of these Germanies got killed outright while the other did fair well enough to end the game with 9 dots. Russia went for broke once and ended up that way. It did survive (till 1913) but with only 4. France was the only other power to get 3 in 1901 and like Russia did it only once this time. It had only one center when the game was over.

3 games started and ended without a replacement player. Turkey didn't do as good this time. Only one draw - a 5-way. The games were 1930 AN, 30 AW & 30 ID. The longest game this time went to 1915. Only two were left at the end - Russia won and Italy had 15 to show for its efforts. The shortest went only to 1906 - Italy won by concession with 14.

Turning back to Austria, did y'all know that country survived only 7 out of the 24 games? That's less than 1/3! Disgusting. Austria got 2 draws and 1 win. 1/3 of the Austria's finished in the money. That's worse than chance could have dine.

Germany won 3 games. It's interesting to note that England & Turkey did second best in these 3 games. Germany had one two way draw which it shared with England. Turkey was 3rd best in that game till the last year. It would appear that Germany's best long term allies are E & T. The reverse is not always true though. In one of Turkey's wins E & G did place 2nd & 3rd, but in the other, France was second. Turkey and France also shared a 2-way draw. It seems Turkey is better off with France than with Germany. In one of France's wins, Turkey was second so F & T seems to work well both ways. In the other French win England was second. France had two other 2-way draws - one with England and one with Austria. In Austria's lone win, France was 2nd; in England's, Austria was second. What does all that mean? According to these 24 games anyway, France's best long term allies are Turkey or England or Austria, whereas England's best bets would be Austria or France. But what about Italy? In its two wins France and Russia placed second. No two way draws for Italy. Last but not least we come to Russia. In two wins Italy came out second in another Italy and Germany were tied for second. Like Italy, Russia got no 2-ways. From this I assume Russia and Italy make a good long term team.

Speaking of draws, there was one 6-way draw reported. The game consisted mostly of publishers and lasted till 1909. Austria (who else) was the only one eliminated. There was also a 5-way draw. Austria (of course) and Italy were the two that went out.

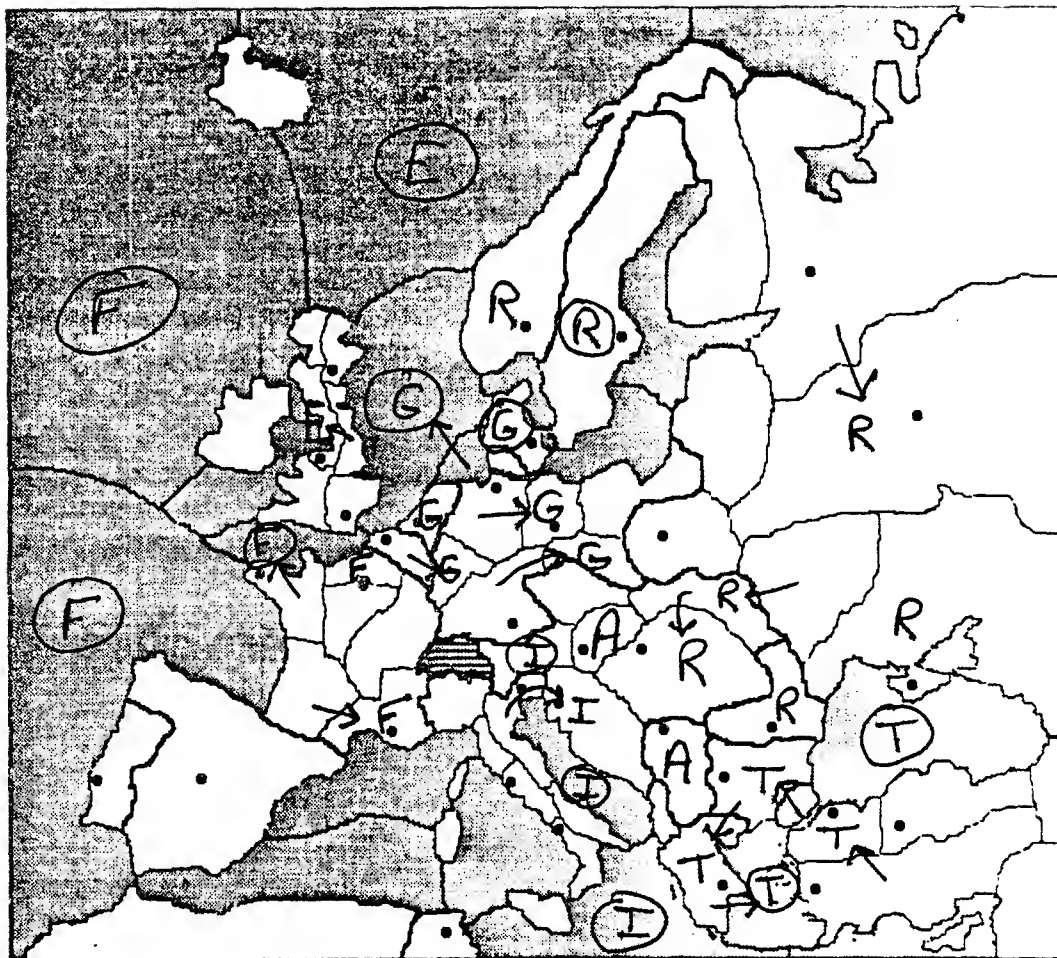
Of the 24 games - 13 were outright wins, one win was by concession, 5 were 2-way draws, 3 were 3-ways, and then there were the 5 and 6 way draws (a total of 10 draws).

Backtracking a bit, let me see if I can come up with some sort of explanation for some of these results (I have to fill the page somehow, don't I?). I'll take on the no build Austria first since they are consistent. Taking into account that Austria is the traditional owner of Ser & Gre (in 1901 anyway) the only ways Austria could be stuck with only 3 in 1901 is if 1) Austria fails to occupy its two neutrals either through stupidity or action by the other powers or 2) Austria loses at least one home center the first year. Stupidity is not worth talking about but action by the other powers is. It seems crucial to me that Austria remain friendly with its neighbors in 1901 so it can get a build or two. Austria cannot survive a successfull 1901 attack. Maybe it's not so much that Austria needs builds but when Austria doesn't get them someone else does. So Austria's really hit with a double whammy when it gets no builds in 1901.

Oh well, the page is full. Next time I'll fill y'all in on why I think 3-build Germany's do so poorly.

1981 CX
THE
DEMO
GAME

Austria
split in half,
Turkey still
in his corner,
Germany
moving East,
Are France
and England
at war?
I/R blast
into A/H.



Retreats
Due:
Austria:
A Tri ret.
Alb or OTB
England:
F Eng ret.
Lon, Wal,
Iri or OTB

Spring 1903: BACK TO ACTION!!!

Austria (Gray???) : NMR!!! A Vie H, A Bud H/a/, A Ser H, A Tri H/d/ retreat Alb or OTB
 England (Baker): F Nws S F Eng-Nth, A Yor-Lvp, F Eng-Nth/d/ retreat Lon, Wal, Iri or OTB
 France (Simon): A Pic-Bel, F MAO S F Bre-Eng, A Gas-Mar, F NAO-Nws, F Bre-Eng
 Germany (Tuharsky): A Mun-Sil, F Den S D Hel-Nth, A Kie-Ber, A Bel-Ruh, A Hol-Bel,
 F Hel-Nth
 Italy (Rowell): A Ven-Tri, F Ion H, F Adr S A Ven-Tri, A Tyr-Vie
 Russia (Tully): F Swe S A Nwy, A Nwy H, A Ukr-Gal, A Gal-Bud, A Rum S A Gal-Bud,
 A Sev S A Rum, A StP-Mos
 Turkey (Martin): B Bla S A Con-Bul, A Bul-Gre, A Con-Bul, F Gre-Aeg, A Smy-Con

- 1) Summer retreats and Fall moves are due March 26, 1982. If I get 2(two) requests I will separete the seasons. Protect yourself - send in fall orders!
- 2) Germany has proposed a houserule change. He beleives one player request should be enough to separete seasons. He asked for a vote so I will leave it up to you players. With your orders, vote 'YES' if you agree with Joe, 'NO' if you don't. It will take a unanimous vote to change my ways. An abstention will count as a 'NO'. NOTE: for this turn I still need 2 requests to separete seasons. PROTECT yourselves and send orders in.
- 3) Jack Gray has announced intentions of resigning due to time pressures. I'm only calling a stand-by but he'll probably end up assuming the position. And the Lucky stand-by is: Larry McCloud, 520 Geary, San Francisco, CA 94102.

PRESS and COMMENTS start on the next page.....

Turkey to Austria: Admit it - you love pain! You must, to still be playing this game. Not much longer though.

GM to Turkey: How'd you know?

((The preceding was not press it was filler. I told you before, press starts next page.))

DEMO GAME PRESS:

Rome - World: Sorry about my lack of communication this turn and probably the next. We got a 30 day notice on our place and had to move out by Feb. 1st. and we got half way moved in and got a 30 day notice to get out by Feb. 20th. Both places were sold to people who want to move in. In any case the double move is really crimping my time. I will return to full participation as quickly as I can.

Roch. - Rome: Let's hope that's not too late!

London - Queen E. welcomes the Liberated Frenchies to LVP in TRADITIONAL MANNER, with Bayonets displayed, drum rolls, & 21 gun SALUTES. GOPS, SORRY! We'll shoot higher next volley!

COMMENTS

It looks like we have our first player change coming up. I told y'all along time ago that Austria would be the first to go. The Austrian player may be gone but a few of his units linger. Of course it's entirely possible that they may linger for a while yet. The new Austrian (or the old one if he chooses to stay) needs to find a friend or two and fast. If he becomes active diplomatically he just might do it. True, A/H is besieged from 3 directions but Russia, Turkey and Italy aren't really helping each other all that much. Italy took Tri on his own, Russia took Bud by himself and Turkey took Gre without help. The NMR also played a part - Austria could have saved either Bud or Tri despite the onslaught. So what Austria has to do now is bite the bullet and sacrifice part of his homeland in return for a friend that will keep him alive.

Italy's in good shape - he can sit this turn out, just supporting himself to ensure his build (unless of course R/A team up on Tri). But he's kind of bottled up if he just sits. His build won't really be able to go far (unless it turned west). Italy might not mind having an Austrian puppet at this point. An I/A relationship could benefit Austria as well.

The fact that Austria's got so much coming at him could be a bonus in disguise. Sure, Italy's got 2 units on Vie - but so does Russia. Turkey's got 2 on Ser. But so does Russia. And remember Austria can retreat to Albania - giving him 2 units on Ser himself (or 3 on Tri if he pleases to look at it that way). And when you take in to account the possibility of 2 powers working together you get this: 3 units on Rum & Bud; 2 on Bul and 3 on Gre; and 4 on Tri. There are so many darn units in Central Europe and vicinity that it isn't even funny. All hell should break loose this fall and I don't expect the dust will settle for awhile.

What I do expect is that R/T will continue to cooperate. Russia's really in no position to fight Turkey and has to worry about the Germans marching east anyway. I'd bet my last dollar (if I had one) that R & T will be talking about supporting Turkey to Ser this fall. I'm sure Turkey would like the idea but then, again, Dick might break out of his strange cautious state and try to set up something with Austria to go against Rum. You never can tell.

In the west things seem much more clear cut. France & Germany are allied against England primarily and Russia secondarily. (Was France merely trying to cut support or sneak into NWS?) Edi and Lvp are safe though Lon is vulnerable. Who would get it though? France seems obvious since Germany's already ahead of him and moving Nth-Lon would cause F/G to lose points in the position department. Then again, London may not even fall. F/G might bypass England and head straight for their real enemy - Russia. Anything's possible. Even an E/G alliance. Don't laugh. If they work together they can take Nwy. After that, what would stop them from taking Swe & StP? Not much if you ask me. Of course Frenchcooperation would be essential to such a venture. But if ever there was an appropriate environment for a western triple I'd say this is one. Russia has to be stopped now - if he holds what he's got now he'll get a build this year - he pops an army in War and the German armies are stopped dead in their tracks. If Russia could then pick up another build from the Balkans or A/H, those German armies might be marching backwards very soon. A 3-way effort against Russia would most likely entice the Turk to join in the Bear hunt.

CONTINUED.....

COMMENTS cont.

Would Italy be sitting there minding his own business all this time? I doubt it. France wouldn't be able to do much against Russia so he'd have quite a few units sitting around. Sitting around? Not likely. I'm sure they'd be engaged in fighting for control of the WMed area. Which would give France and Turkey an opportunity to work together.

I still say Austria will be the first to go and England will be around awhile. In the long run my money's with France though Turkey is a sleeper at this point.

1979 KR

Summer 1906: Italy: F Rom retreats TyS; Russia: F NWS retreats Nwy

Fall 1906: AUSTRIA NMRS - REMAINS EVEN; FRANCE ABSORBS ENGLAND; RUSSIA STAYS EVEN;
ITALY, ENGLAND AND GERMANY ALL AT ONE.

Austria (Chapman??): NMR!!! A Gal H, A Bud H, A Rum H, A Bul H, F Gre H, F Ion H,
F Adr H, A Tyr H, A Rom H

England (Palter): F Den S RUSSIAN F Ska-Nth(nso)

France (Cuerrier): F Lyo-TyS, F MAO-NAO, A Bur-Mun, A Mun-Kie, A Ruh S A Mun-Kie,
A Hol S A Mun-Kie, F NWS-Bar, A Edi H, F Lvp-Cly, F Nth-Den/d/ ret. NWS, Hlg, Bel, Lon, Yor

Germany (Carter): F Bal S A Kie, A War-Ukr/d/ ret. Pru, Sil or OTB; ((or OTB

A Kie S AUSTRIAN A Tyr-Mun(nso)/d/ ret. Ber or OTB

Italy (Kelly): F TyS-Tun

Russia (Mooney): F Nwy-Nth, F Ska S F Nwy-Nth, A Swe-Nwy, A Lvn S A Mos-War, A Mos-War,
A Ukr S A Mos-War, A Sev S A Ukr, F Con-Aeg, A Smy-Con

Supply Center Chart:

Austria: bud, tri, vie, bul, gre, ser, nap, lun , rum, ven, Rom (10)	even
England: den (1)	even
France: bre, mar, par, lvp, spa, por, bel, lon, hol, mun, EDI, KIE (12)	build 2
Germany: ber, lun , lun (1)	remove 2
Italy: lun , TUN (1)	even
Russia: mos, sev, stp, nwy, ank, con, lun , swe, smy, WAR (9)	even

- 1) The deadline for Autumn & Winter 1907 and spring 1907 is March 26, 1982 (Friday).
- 2) If I get two requests I will separate the seasons. Protect yourself with orders!
- 3) The stand by for Austria is: Steve Arnawoodian, 602 Hemlock Cr., Lansdale, PA 19446

PRESS:

Germany - GM: New Kaiser fairs well? You have to be kidding?

GM - Germany: What makes you think I wasn't?

Copenhagen - Petrograd: In case you haven't gathered, we were allied. Please either take the center or send me orders - Box 156, Cedarhurst, NY 11516.

1980 AB

Autumn 1911: Italy: F WMed retreats NAF

Winter 1911: England: NEP! Plays 7 short; Italy: NRR! GM disbands F NAF

Spring 1912: onandonandonandonandonandonandonandonandonandonandonandonandonandonandonandon

Austria (Martin): A Fin H, A Cly sits still (H), A Lvn-Pru, A Ruh-Bel, A Yor-Wal,
A Bur-Par, A Pru-Lvn, A War S A Ukr-Mos, A Mun-Ruh, A Tyr-Pie, F Ion-Tun, A Ukr-Mos,
A Sil -Mun, A Pie-Tus, F Wmed S F Ion-Tun, A Gas S A Bur-Par, F TyS S F Ion-Tun

England (Lew): F Bal H (u), F NWS H (u), F Nth-Den, F Pic-Eng, F Iri H, F Spa(nc) H (u),
F Bre-MAO, F Por S F Bre-MAO A Par H (u)/2/ ret Pic, Bre or OTB

Italy (Mooney): F Tun H/d/ retreat NAF or OTB; F NAF S F Tun(nsu)

- 1) Summer and Fall 1912 are due March 26, 1982.
- 2) There has been a proposal to switch this game to two week deadlines. Vote on it with your next orders.

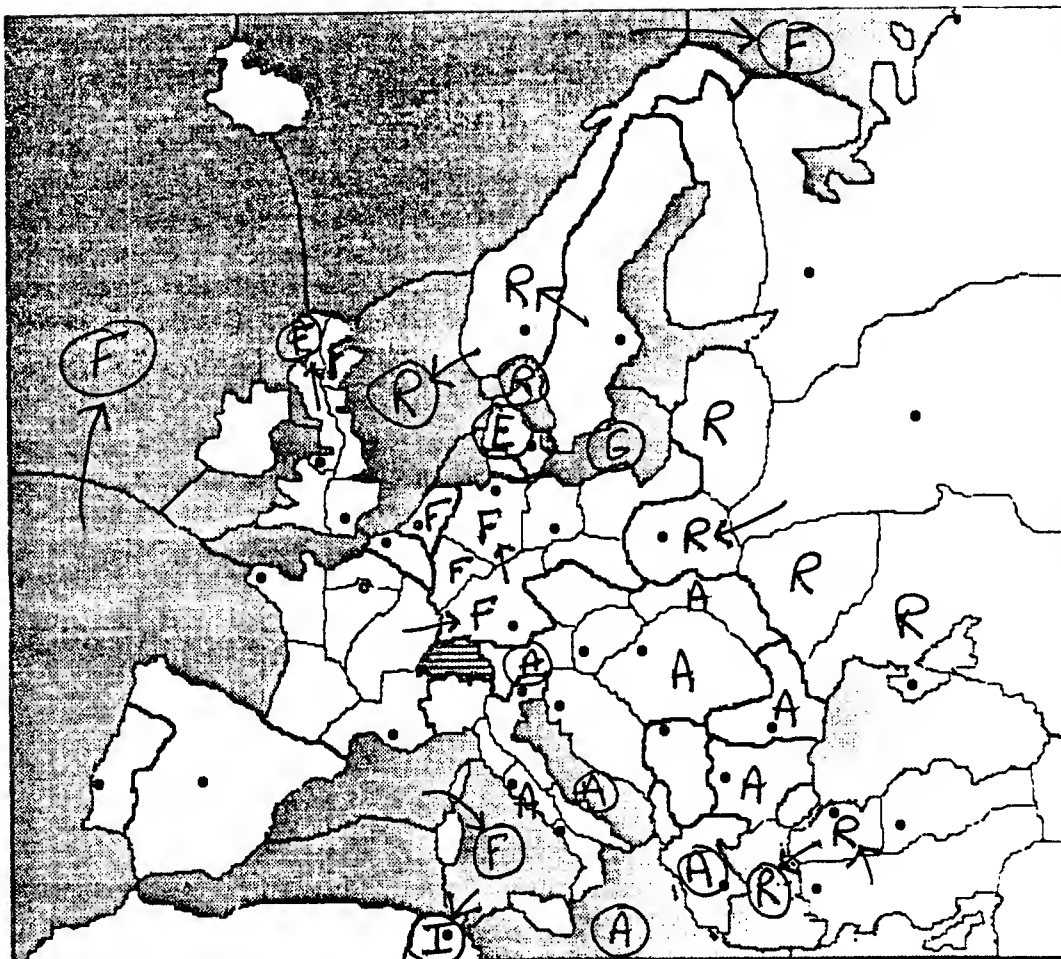
FILLER FILLER FILLER FILLER

PLEASE do not make sub checks out to Hoof & Mouth. Hoof & Mouth does not have a bank account. I do so make the checks out to Donald Sigwalt. Thank you.

-8-

1979 KR

Oh
Where,
Oh
Where
Can our
Austria
be?
Oh
Where,
Oh Where
Can
he
be?



- 9 -

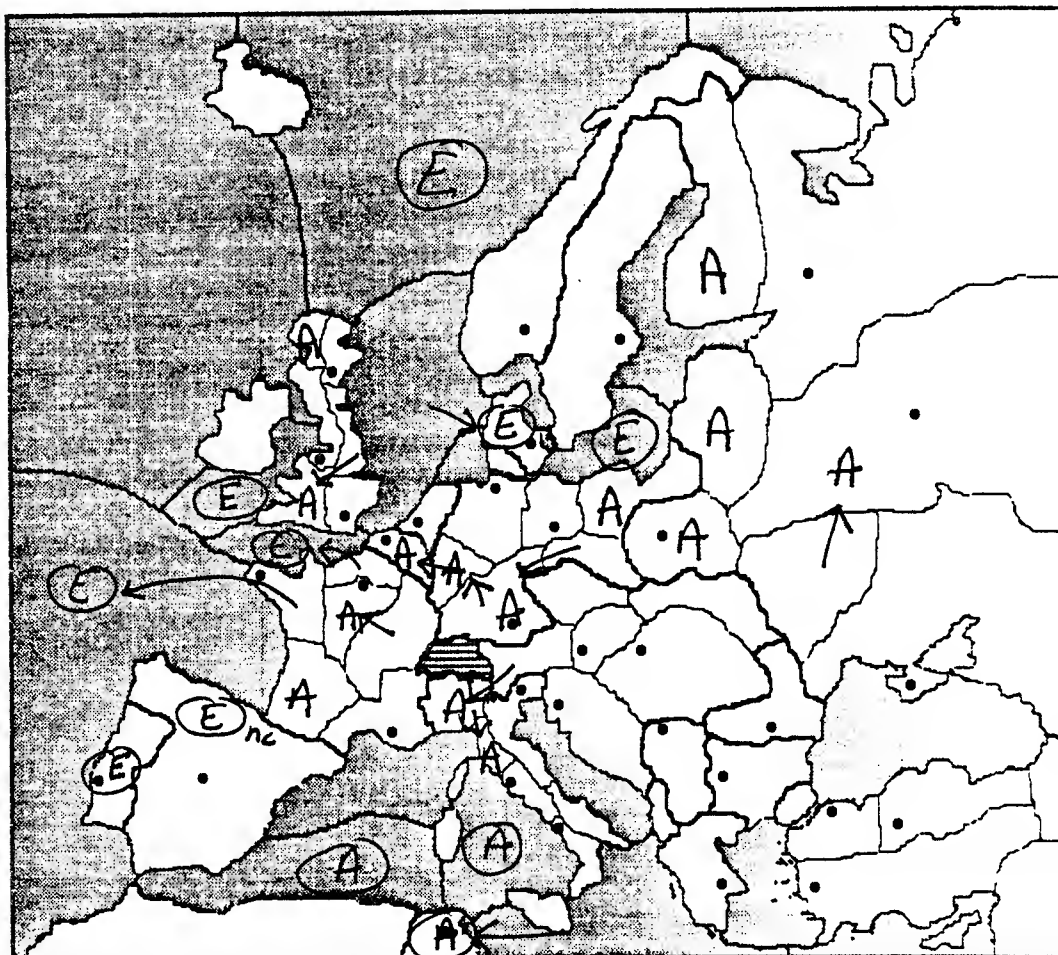
Retreats
Due:

France:
F Nth ret.
NwS, Hlg,
Bel, Lon,
Yor or OTB

Germany:
A War ret.
Ru, Sil
or OTB
A Kie ret.
Ber or OTB

1980 AB

Italy
Knocked
out of
Tun's.
Two week
deadlines
to follow?
Will it
all be
over
too
soon???



Retreats
Due:

Italy:

F Tun
ret.
NAF
or
OTB

England:
A Par ret.
Pic or
Bre or
OTB

1981CS rides again.

The game is on! As all players in the game have already heard, the game is being transferred from The Chamber to H&M with yours truly, Porter Wightman, as GM. Unfortunately, as often happens when a game is orphaned, we have had a dropout. Jeff McClendon has dropped out as France. Brian McMains is his replacement - a standby from H&M and another Irish Frenchmen. Thank you very much Brian, for making it possible for 1981CS to continue.

NEWS FLASH ---- NEWS FLASH It seems the czar may be indisposed. Therefore Dave Carter is asked to send in standby orders for the Russian position. His address is: 118 Horsham Ave., Willowdale, Ont. Canada M2N1Z9.

David Manuel has NOT sent us any orders he may have received from you people for S'02 so the new deadline for those orders is March 26. Brian is definitely in the game so more diplomacy may be in order.

The players and their positions as of the end of Winter '01:

AUSTRIA :Dan Gorham 1365 Edgecliff #3, Los Angeles Ca. 90026
Owns :HOME, GRE, SER
Has :A TRI, A VIE, F GRE, A BUD, A SER
ENGLAND :Steve Duke Rt. 3 Fairfield Pike, Shelbyville Tn. 37160
Owns :HOME, BEL, NWY
Has :F EDI, F LON, F ENG, F NWY, A BEL
FRANCE :Brian McMains 39 Dorothy Lane, Kings Pk NY 11754
Owns :HOME, SPA
Has :F BRE, A BUR, A MAR, F SPA(sc)
GERMANY :Don Sigwalt 125 Hebard St., Rochester NY 14605
Owns :HOME, DEN, HOL
Has :A KIE, F BER, A MUN, A HOL, F DEN
ITALY :Mark Kraft 14690 Badger Pass, Morgan Hill Ca 95037
Owns :HOME, TUN
Has :F NAP, F TYH, A PIE, A TUN
RUSSIA :Jack Gray? 54 West 8th Ave. Apt. E, Columbus OH 43201
Owns :HOME
Has :F SEV, F BOT, A UKR, A GAL
TURKEY :Phil Trosko 1630 Sylvan Glen, Okemos MI 48864
Owns :HOME, BUL
Has :F SMY, A ARM, A BUL, F CON

GM: Porter Wightman, 57 Rossiter Rd., Rochester, NY 14620 (716)-271-4544

To the limit of my knowledge and research (see Don's comments re Dave's handling of this) these are the correct positions. In any case they are now - defacto - the correct positions.

I hope you guys have fun in this game and I'll try my darndest to make it real smooth from now on.

See map next page.

THE LEW LETTER PAGE RETURNS (naw - it's just more darn filler)

From Mark (Nanook)Lew, somewhere up north:

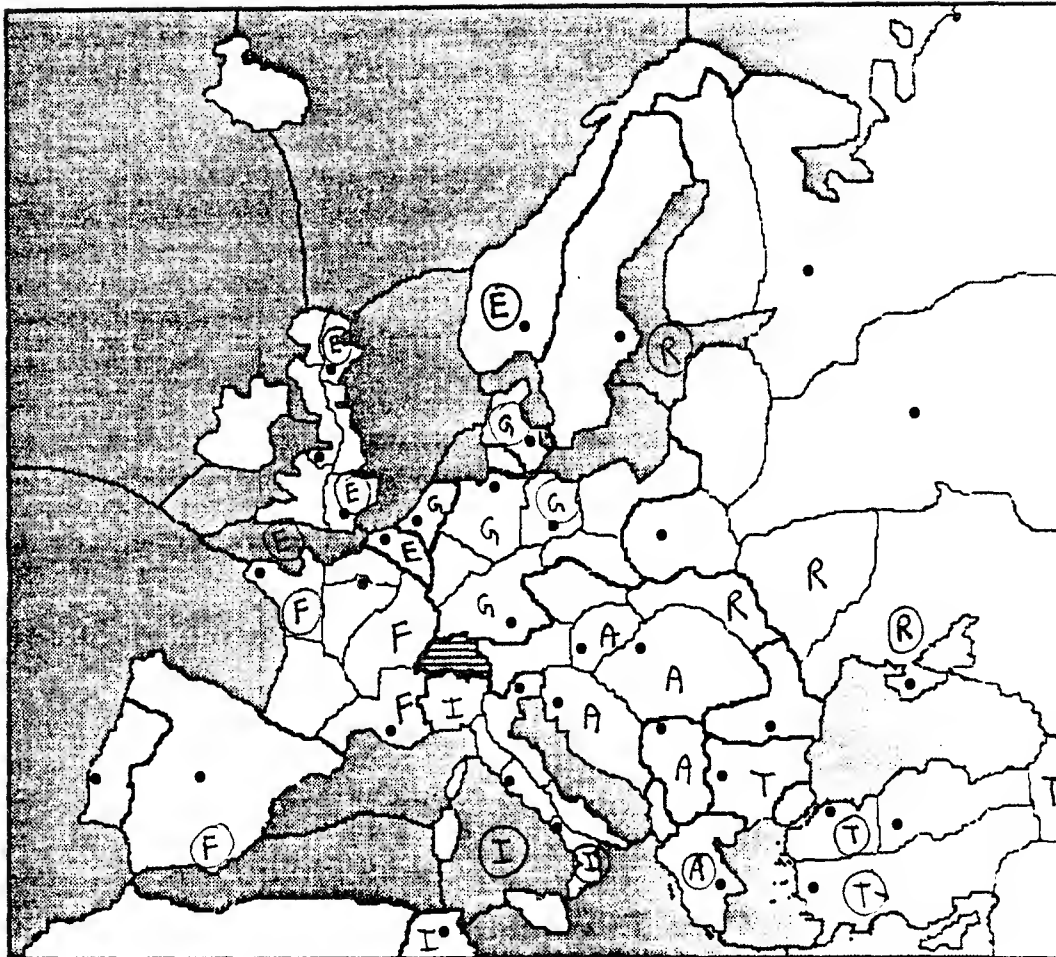
I don't like the "Publisher's Clearinghouse" idea (why? I don't know, I'd have to think about it.) and if you ever organize it then I'd denounce and maybe even try to mess it up.

My money is on Russia in the Demo game.

I gather you had someone else type this issue for you?

I'd rather not standby unless necessary.

((Welcome back Nanook! Don't worry I'm too lazy to organize anything. How would you mess it up though? How much you got on Russia? I'll give you 3-2 odds and take France. Yes, I'm happy to say most (really part) of the last issue was typed by Angie's sister Vicky. Don't knock her though she does good. So you won't standby, huh? Now I have to cross your name off page 2. Boy you make my life hard. DLS))



1981CS
Gm: Porter

SOME ZINES I TRADE WITH

(A look at some other pubber's effort's by DLS)

ZINE	PUBBER	ADDRESS	SUB RATE	GAME OPEN?	FREQ.	LAST ISS. #
EUROPA EXPRESS (info taken from #10)	GARY COUGHLAN	4614 MARTIN COLE LANE MEMPHIS, TN 38118	10/\$6	no?	5 wk	???
DOT HAPPY (info taken from #11)	ALLEN WELLS	1450 WORCESTER RD. APT. 3109 FRAMINGHAM, MA 01701	50¢ ea	no	mnth	???
DOGS OF WAR (info taken from #36)	JOHN DALY	RT. 2, BOX 136-M5 Rockwell, NC 28133	10/\$4	no	24 dys	#36
IRKSOME (info taken from #4)	SCOTT HANSON	701 15th AVE. SE MPLS., MN 55414	????	yes?	????	????
SLEEPLESS KNIGHTS (info taken from #9)	DAVE CARTER	118 HORSHAM AVE. WILLOWDALE, ONTARIO CANADA M2N 1Z9	50¢ ea	yes???	5 wks	????
COAT OF ARMS (info taken from #2)	TOM MINARDI STEVE ARNA- WOODIAN, ETC.	1403 LAWRENCE RD. HAVERTOWN, PA 19033	60 ea	yes	mnth	????

Sigwalt's First FtF Game
by Porter Wightman

Don mentioned playing in his first face to face game two issues back. I was France in that game and it was the first time I'd gotten this group of gamers together. I'd met most of them at URCON, the University of Rochester's fall gaming convention. I'd played Austria there and been the only Austria to survive in the three games of the first and, unfortunately, only round. Because of my experience there I knew that Andy (Germany in this ftf game) and Greg (England) were good friends and attended school together. My other neighbor, Diane (Italy), is a player of games but generally of the Facts 'n Five and word varieties. (I've yet to beat her in Scrabble though I believe I did so once in Facts 'n Five.)

I was interested in her enjoying the game so she might play again. Little did I know she needed little help! When she drew Italy I figured she'd be eliminated quickly and never want to play again. When I drew France I realized I could help her tremendously by giving her a chance to concentrate on the eastern front.

I immediately went for maximum builds being relatively sure I could pick up Belgium as England was heading north. I knew that fighting Andy (Germany) would quickly mean fighting England, but Greg wanted Russia (Bill Highfield) out quickly so I'd have a few moves respite.

I got my three builds, but that was the end of my success. By being friendly with Italy, non-antagonistic to England and not aggressive enough versus Germany I didn't get another build for two years! Having thus thrown the game away with too many entangling alliances, especially having been too generous with Italy, I started shrinking in 1906 when E/G got their act together against me. Eventually, at 10:30 pm after 10 hours of gaming, I joined with Turkey in giving up our few remaining centers to the thirteen center Italian.

So, was all this worth it? Has Diane played another game? Has she joined one of our telephone games? NO!!! She says it was fun, but that the general philosophy of the stab bothers her and as it's such an integral part of the game she feels she wouldn't enjoy playing often. Would I be easy on the next novice I run into in a face to face game? Probably yes. I wouldn't be easy on him in a postal game, you have too much time invested in a postal game to do it there, but I probably would in a face to face game. Ok you Rochester locals, now that you know that, you better not bring five novices to our next face to face get together.

*****@*****
Okay guys that's it for #24. Hope you liked it. Many thanks go to Porter for
and for putting up with me for so long on a Sunday night. Next issue will be my Anniversary issue. Two years now. Don't seem like it. Send me some filler. Bye.

HOOF & MOUTH

Donald L. Sigwalt

125 Hebard St.

Rochester, New York 14605

(716) 232-1879

I need more boxes!

BestGM: Porter Wightman

Games within:

1979 KR

1980 AB

1981 AW???

1981 CS

1981 CX



Rod Walker
'alcala'
1273 Crest Dr,
Encinitas, CA

Pont/

92024